

Doomsday Engine - Bug #153

External window size on exit

2003-10-25 08:10 - chrisdragon

<b>Status:</b>	Closed	<b>Start date:</b>	2003-10-25
<b>Priority:</b>	Low	<b>% Done:</b>	100%
<b>Assignee:</b>	skyjake		
<b>Category:</b>			
<b>Target version:</b>	1.7.14		
<b>Description</b> Every time I exit jDoom, all my external program windows (Firebird, mIRC, etc) are the size of the resolution I play in (currently 800x600). Is it possible to stop the window resizing every time I exit the game?			
<b>Labels:</b> Graphics			

History

#1 - 2003-11-10 11:11 - skyjake

Logged In: YES  
user\_id=717323

Does this happen with the Direct3D renderer, too? Or just OpenGL?

This is a bit of an annoyance, sure.

#2 - 2003-11-10 19:26 - chrisdragon

Logged In: YES  
user\_id=763563

I just tested Direct 3d, it doesn't appear to happen. It's just a minor annoyance which happens most of the time.

#3 - 2003-11-10 19:30 - chrisdragon

Logged In: YES  
user\_id=763563

Erf, never mind the above comment. It DOES happen in DX

#4 - 2004-08-21 10:11 - skyjake

Logged In: YES  
user\_id=717323

This is a Windows problem. :-)